

A **variable** is a medium that allows us to work with data stored in memory.

Note about Variables

A variable is used to store data.

Definition (As per Books)

In programming, a variable is a value that can change depending on conditions or on information passed to the program. Typically, a program consists of instructions that tell the computer what to do and data that the program uses while it is running.

Structure of a Variable

A variable consists of:

- Variable name
- Value (constant)
- Assignment operator

It is important to remember that the **variable name is written on the left side of the assignment operator**, and the **value is written on the right side**.

How to Create Variables in JavaScript

Syntax:

```
var x = 6;
```

Here, **var** is a keyword that is used to define a variable name for the interpreter.

Questions

1. Write a program to print the number value of a variable.

```
<body>  
<script>
```

```
var x = 6;  
window.alert(x);  
</script>  
</body>
```

Output: 6

2. Write a program to print the string value of a variable.

Solution:

```
<body>  
<script>  
var x = "Sarfraj";  
window.alert(x);  
</script>  
</body>
```

Output: Sarfraj

3. Write a program to print the character value of a variable.

Solution:

```
<body>  
<script>  
var x = 'a';  
window.alert(x);  
</script>  
</body>
```

Types of Initializing a Variable

1. During Declaration

```
<script>  
var x = 6;
```

```
</script>
```

2. After Declaration

```
<script>  
var x;  
x = 6;  
</script>
```